



MicroProse Software

NATO COMMANDER



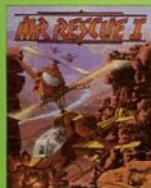
Heart Pounding, Accelerated Real-Time
Defense of Europe Against Soviet Invasion!!!

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NATO Commander is a scrolling Real-Time wargame that requires Joint Chief's-of-Staff strategic thinking and arcade speed decisions. Players must receive, analyze, and react to the multitude of combat reports that are received from the battlefield during a Soviet Bloc invasion of Europe on a May Day in the future. The game player is the Nato Commander and he must deploy his mechanized and armored units, his defensive reserves, and ultimately, if warranted, his tactical nuclear weapons to stop the Soviet advance into Europe. This single player simulation takes place in accelerated Real-Time. The NATO commander receives continuous radio, teletype and combat communication updates and must devise his own strategy and tactics. Three skill levels and an infinite number of game variations provide challenge and excitement for all players who would like to wear the four stars of a General and command the NATO armies!



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